

## CHARACTERISTICS

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Age \_\_\_\_\_ Sex \_\_\_\_\_  
 Archetype \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace \_\_\_\_\_

<b>STR</b>	<input type="text"/>	<b>DEX</b>	<input type="text"/>	<b>INT</b>	<input type="text"/>
				Idea	
<b>CON</b>	<input type="text"/>	<b>APP</b>	<input type="text"/>	<b>POW</b>	<input type="text"/>
<b>SIZ</b>	<input type="text"/>	<b>EDU</b>	<input type="text"/>	<b>Move</b>	<input type="text"/>
		Know		Rate	

<b>Dying</b>	<input type="text"/>	<b>Temp. Insane</b>	<input type="text"/>	<b>Indef. Insane</b>	<input type="text"/>	<b>Start</b>	<input type="text"/>	<b>Max</b>	<input type="text"/>	Insane	01	02	03	04	05	06	07																																																																												
<b>HIT POINTS</b>	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30																																																														
	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

## DOWN DARKER TRAILS

<b>LUCK</b>	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99					

## INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="text"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="text"/>	<input type="checkbox"/> Rope Use (05%)	<input type="text"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Science (01%)	<input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Natural World (20%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
<input type="checkbox"/> Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> Gambling (10%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Op. Mv. Machine (01%)	<input type="text"/>	<input type="checkbox"/> Trap (10%)	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Persuade (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> Pilot (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="text"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Ride (15%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

## WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Mult.
Unarmed				1d3 + db	-	1	-	-

## COMBAT

Damage Bonus	<input type="text"/>
Build	<input type="text"/>
Dodge	<input type="text"/>



# BACKSTORY



**Personal Description** \_\_\_\_\_

**Traits** \_\_\_\_\_

**Ideology/Beliefs** \_\_\_\_\_

**Injuries & Scars** \_\_\_\_\_

**Significant People** \_\_\_\_\_

**Phobias & Manias** \_\_\_\_\_

**Meaningful Locations** \_\_\_\_\_

**Arcane Tomes, Spells & Artifacts** \_\_\_\_\_

**Treasured Possessions** \_\_\_\_\_

**Encounters with Strange Entities** \_\_\_\_\_

## HISTORY

## CASH & ASSETS

**Spending Level** \_\_\_\_\_

**Cash** \_\_\_\_\_

**Assets** \_\_\_\_\_

## POSSESSIONS

## QUICK REFERENCE RULES

### Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck);  
 Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck, double per round after);  
 Avoid Death (all Luck points spent; requires Luck ≥ 30).

### Healing

**Natural healing:** +2 HP per day.

**First Aid:** +1D4 HP.

**Medicine:** +1D4 HP.

## FELLOW INVESTIGATORS

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

**ME**

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_

Char. \_\_\_\_\_  
 Player \_\_\_\_\_